# Merit Badge and Activity Scheduling Work Sheet

1. **Pick your Merit Badge sessions per time period (be careful not to overlap times).**
2. **When complete, turn this sheet in to your Scoutmaster.**
3. **Note that some merit badges have longer session times.**

## Your Name:

<table>
<thead>
<tr>
<th>Advancement Sessions</th>
<th>Most MB sessions run the entire week. Write X in the white box. Shaded Spaces are not available.</th>
<th>Prerequisites &amp; Comments</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Start</strong></td>
<td>9:00</td>
<td>10:00</td>
</tr>
<tr>
<td><strong>End</strong></td>
<td>9:50</td>
<td>10:50</td>
</tr>
</tbody>
</table>

### AQUATICS
- **Canoing MB**
  - 1.5 hrs
  - BSA Swim Test-Swimmer, clothes
- **Kayaking MB**
  - BSA Swim Test-Swimmer
- **Lifesaving MB**
  - BSA Swim Test-Swimmer, Swimming MB, clothes
- **Rowing MB**
  - BSA Swim Test-Swimmer, clothes, 2nd Class 5a-d, 1st Class 6a,b,e
- **Swimming MB**
  - BSA Swim Test-Swimmer

### CAMP
- **Adult Leader Training**
  - Tue to Thurs
  - Position Specific & Introduction to Outdoor Leader Skills Training
- **Whitewater Rafting MB**
  - Arranged with Sierra South - one day ALL day
  - Required Canoeing or Kayaking MB

### FRONTIER VILLAGE
- **American Heritage MB**
- **Archeology MB**
- **Indian Lore MB**
  - Approximately $12-$16 for projects

### HANDICRAFT
- **Art MB**
- **Basketry MB**
  - Approximately $12-$16 for projects
- **Leatherwork MB**
  - Approximately $12-$16 for projects
- **Pottery MB**
  - 1.5 hrs
- **Woodcarving MB**
  - Approximately $12-$16 for projects

### HIGH ADVENTURE
- **Climbing MB**
  - 3 hrs
- **Adult C.O.P.E.**
  - 2 hrs
  - Must be 18 or older
- **Youth C.O.P.E.**
  - 2 hrs
  - Must be 14 - 17
- **Chess MB**

### NATURE LODGE
- **Astronomy MB**
- **Environmental Science MB**
- **Fish and Wildlife Mgmt MB**
- **Fishing MB**
  - Fishing Poles can be borrowed, tackle can be bought at the Trading Post. Age 16+ need a fishing license (not available at camp).
- **Fly Fishing MB**
- **Forestry MB**
- **Geology MB**
- **Mammal Study&Nature MB**
  - Camera required to take picture for some requirements
- **Reptile&Amphibian Study MB**
  - Requirement 8
- **Soil&Water Conservation MB**

### PATHFINDERS
- **Trail to First Class**
  - 1.5 hrs
  - 1.5 hrs

### SHOOTING SPORTS
- **Archery MB**
- **Rifle Shooting MB**
  - Prior Experience, Age 14+ recommended
- **Shotgun Shooting MB**
  - Prior Experience, Age 14+ recommended

### SCOUTCRAFT
- **Camping MB**
  - Requirement 5E, 7B, 8D, 9A, 9B
- **Citizenship in the Nation MB**
  - Requirements 2, 3
- **First Aid MB**
  - 1.5 hrs
  - Requirement 2d, First Class or higher, bring Scout Handbook
- **Geocaching MB**
  - Requirement 8
- **Orienteering MB**
- **Pioneering MB**
- **Search and Rescue MB**
- **Wilderness Survival MB**

All times and programs subject to change. An updated version of this schedule is available upon request in the Business Office at camp.